WHAT IS CLAIMED IS:

1. In a system for planning a development project having a planned number of project components to be completed, wherein the project is divided into a series of development periods, with each project component assigned to one of the development periods, wherein for each development period there is a planned amount of work and a planned amount of resources, and wherein the development project involves both the development of project components as well as the testing of project components, a graphical user interface, comprising:

a first window for displaying a graph illustrating both the total work and the total resources for the development of project components during at least one development period; and

a second window for displaying a graph illustrating both the total work and the total resources for the testing of project components during at least one development period.

2. The graphical user interface of claim 1, wherein the development project is a software development project.

3. The graphical user interface of claim 2, further comprising:

a third window for displaying data underlying the graphs displayed in the first and second windows, wherein the underlying data in the third window may be displayed for modification, so that as the underlying data is modified, corresponding modifications are made to the graphs in the first and second displays.

4. In a system for planning a software development project having a planned number of project components, wherein the project is divided into a series of development periods, with each project component assigned to one of the development periods, wherein for each development period there is a planned amount of work and a planned amount of resources, and wherein the development project involves both the development of project components as well as the testing of project components, a graphical user interface, comprising:

first window means for displaying a graph illustrating both the total work and the total resources for the development of project components during at least one development period; and

second window means for displaying a graph illustrating both the total work and the total resources for the testing of project components during at least one development period.

5. A method for planning a development project having a planned number of project components to be completed, wherein the project is divided into a series of development periods, with each project component assigned to one of the development periods, wherein for each development period there is a planned amount of work and a planned amount of resources, so that for each development period there is a total of work and a total of resources associated with project components within that development period, and wherein the development project involves both the development of project components as well as the testing of project components, the method comprising:

providing a graphical user interface (GUI);

displaying at the GUI a first graph illustrating for at least one development period both the total work and the total resources for the development of project components during that development period;

displaying simultaneously at the GUI a second graph illustrating for at least one development period both the total work and the total resources for the testing of developed project components during that development period; and

adjusting at least one of the planned work and the planned resources so that the impact of the adjustment can be observed at least at one of the first and second graphs displayed at the GUI.

6. The method of claim 5, wherein the development project is a software development project.

7. The method of claim 6, wherein the development project uses an extreme programming (XP) process, and wherein the project components are defined by user stories.

8. The method of claim 5, wherein a plurality of graphs representing a plurality of development periods are displayed on the GUI.

9. The method of claim 5, wherein the planned amount of work and the planned amount of resources are each expressed in hours.

10. The method of claim 5, wherein the step of adjusting planned work is accomplished by changing the number of project components within the one development period.

11. The method of claim 5, wherein a plurality of developers are assigned to the project, wherein each developer has a planned level of effort for the development project, and wherein the step of adjusting is accomplished by changing the level of effort.

12. The method of claim 11, wherein each developer has a total number of hours available for the development project for the one development period, and wherein the level of effort is expressed as a percentage of those available hours.

13. The method of claim 5, further comprising simultaneously displaying on the GUI underlying data associated with each project component, the underlying data including impact data representing an indication of whether or not the completion of the project component is mandatory.

14. The method of claim 13, wherein project components consist of components specified by a user and project components specified by a developer, and wherein the mandatory project component is one specified by a developer.

15. The method of claim 5, further comprising displaying simultaneously on the GUI underlying data associated with each project component, and wherein the GUI has a first display area for displaying the first graph, a second display area for displaying the second graph, and a third display area for displaying the underlying data.

16. The method of claim 15, wherein the step of adjusting is performed using the third display area.

17. The method of claim 5, wherein the project components are software, and wherein the testing of the project components comprises acceptance testing for each individual project component, and wherein the total work for testing illustrated at the second graph is the total work associated with acceptance testing.

18. The method of claim 17, wherein the testing further comprises regression testing, and wherein the method further comprises displaying, as part of the second

graph, the total work associated with regression testing for the one development period, the regression testing illustrated separately from the acceptance testing.

19. The method of claim 17, wherein the regression testing comprises testing a completed project component multiple times, including once after each of multiple subsequent project components are completed.

20. The method of claim 5, further comprising, as part of the steps of displaying first and second graphs, illustrating the difference between the total work and the total resources.

21. The method of claim 5, wherein the first and second graphs comprise multiple bar graphs, with one of the multiple bar graphs representing total work and another of the bar graphs representing total resources.

22. A method for planning a development project using an Extreme Programming (XP) process having a planned number of project components to be completed, wherein the project is divided into a series of development periods, with each project component assigned to one of the development periods, wherein for each development period there is a planned amount of work and a planned amount of resources, so that for each development period there is a total of work and a total of resources associated with project components within that development period, and wherein the development project involves both the development of project components as well as the testing of project components, the method comprising:

providing a graphical user interface (GUI);

displaying at the GUI a graph illustrating for at least one development period both the total work and the total resources for the development of project components during that development period; and

adjusting either the planned work or the planned resources or both, so that the impact of the adjustment can be observed the first graph displayed at the GUI.